



KINGS Classic Rules and Regulations

Sportsmanship

Good sportsmanship requires all participants, spectators, and court and tournament officials to show a mutual respect for one another both on and off the court. Poor sportsmanship could lead to penalties against the team and disqualification of a particular player or an entire team is left to the sole discretion of the court and tournament officials.

Court Officials

Designated tournament officials shall have the power to make decisions on any points not specifically covered in the Rules and Regulations and shall also have the complete authorization to interpret the intent and purpose of these Rules and Regulations. Officials' say is final.

The Play

1. Each team must have a minimum of three (3) players on its roster. Teams are allowed no more than four (4) players. Games may be played with two (2) players, but not with just one (1) player.
2. No Roster changes are allowed after the first game.
3. To begin the game, a coin toss will determine the right to possession or pass possession to the opposing team. If the game goes in to a sudden death period, the team with the possession arrow will receive the ball first.
4. One point will be awarded to all baskets scored within the 3-point line.
5. Two points will be awarded to all baskets scored outside of the 3-point line.
6. No Dunking allowed. Dunking will be considered a technical foul.
7. The defensive player must check the ball before it is put in to play. The ball must be passed to a teammate to begin play.
8. The ball will change possession after all made baskets, no "make it, take it".
9. The ball will be "taken back" on every change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet behind the 20-ft. two-point line at the top of the key.)
10. Possession after a tie ball is determined by possession arrow.

Substitutions and Timeouts

11. Substitution is unlimited, but permitted only when play is stopped.
12. Each team is allowed one (1) thirty-second time-out.

Personal Fouls

13. When a player accumulates five personal fouls, the player is disqualified from the game. Two technical fouls will result in automatic disqualification from the game.
14. When a player is fouled in the act of shooting, the following rules will apply:

- a. If the player misses the shot:
 - i. When a player is fouled in the act of shooting inside the 20-ft. arc, the player will be awarded one free throw after which possession of the ball will be given to the opposing team.
 - ii. When a player is fouled in the act of shooting outside the 20-ft. arc, the player will be awarded two free throws after which possession of the ball will be given to the opposing team.
 - b. If the player makes the shot:
 - i. For all team fouls, a point(s) is awarded, shooter given free throw attempt, a personal foul is assessed and possession of the ball is given to the team that has just committed the foul.
15. When a player is fouled outside of the act of shooting, the following rules apply:
- a. For team fouls 1 – 6, a personal foul is assessed and possession remains with the team that was just fouled.
 - b. For team fouls 7+, one free throw is awarded to the team that was just fouled. After the free throw, possession of the ball is given to the opposing team.

Free Throws

16. There will be no rebounding during free throw attempts. Possession always changes.

Technical Fouls

17. A technical foul will be called for unsportsmanlike behavior such as taunting, baiting, trash talk. Taunting and baiting can involve derogatory remarks or gestures that provoke or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. Technical fouls are called at the discretion of the referee. Technical fouls will be counted as personal fouls and team fouls.
- a. A technical foul will result in a free throw and possession of the ball for the opposing team.
 - b. The referee has authority to suspend a player if they deem necessary.

Time

18. All printed schedules are effective through only the first game for all teams. Following the tournament's first game, each team is advised to check with their court for all official schedules, times, revisions and general game information.
19. Before the games, both teams may warm up for two minutes. A five minute forfeit allowance will be enforced. A game won by forfeit will result in a 15-0 victory for the team present at the court.
20. Games will be to fifteen (15) points or fifteen (15) minutes, whichever comes first. If the game reaches time in a tie, the teams will play a sudden death period with the team scoring first declared the winner. (Possession in the sudden death period is explained in Rule #3).
21. Stalling is no fun. An "unwritten" 30-second clock is in effect at all times and may be enforced by the referee at their sole discretion. Failure to attempt to shoot

- in 30 seconds, after being advised by the referee, will result in a loss of possession.
22. Within the last two minutes of the game, whenever the whistle blows (i.e. any change of possession, violation or foul), the clock will be stopped.

Authorized Equipment & Apparel

No player shall be allowed to wear a guard, cast, hard brace, or other potentially dangerous equipment on his elbow, hand, wrist, finger, or forearm, including equipment made of hard leather, plastic, plaster, or metal—even if the equipment is covered with soft padding. Soft braces, sleeves and wraps will be allowed unless they pose a danger to other players. Tournament officials hold the right to forbid any equipment or apparel that they consider being unsafe or inappropriate.

Eligibility

All participants must be current middle school or high school students.